A DIVISION-LEVEL GAME OF THE ENTIRE WWII CAMPAIGN

WAR IN RUSSIA

SSI

STRATEGIC SIMULATIONS INC

48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus, IIe & IIc

YOU'RE HOLDING THE RESULT OF TWO YEARS' EFFORTS TO CREATE THE DEFINITIVE SIMULATION OF THE WAR IN RUSSIA, 1941-44.

When Hitler launched Operation Barbarossa — the invasion of Russia — on June 22, 1941, it was a campaign of enormous proportions: 116 infantry divisions (14 motorized), 19 Panzers and 9 lines-of-communications divisions. His plans called for the defeat of the USSR in 9 to 17 weeks — just before the onset of the paralyzingly cold Russian winter.

Never a realist, Hitler did not allow daunting military data to deter him from his goals. Consider the awesome might he was challenging: a peace-time strength of 5 million men organized into 303 divisions, 24,000 tanks, and some 7,000 mostly antiquated but useful aircraft! A saner man would have picked somewhere else to start a fight.

Yet, despite the sheer size of the enemy, Hitler nearly triumphed with his superior troops against the ill-trained Russian Army. If not for his tantrums and vacillations, who knows, he might have achieved victory.

The itch to answer these tantalizing might-have-beens serve as our inspiration to create — and for you to play — the definitive division-level simulation of the War in Russia.

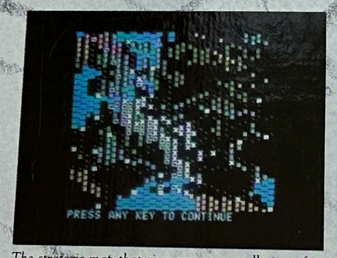
Taking full advantage of the tremendous number-crunching capabilities of your computer, we've taken into account every division, historically rating each one for strength, experience and fatigue. Extensive rules cover all aspects of the War, including partisan attacks, corps artillery concentration, lend lease, creation of Soviet Guards divisions, weather and entrenchments.

Like real commanders, both players must plan their production of aircraft, artillery, vehicles and factories. You may also build new inexperienced units which require training before you send them to the front line. (Russian player, take note!)

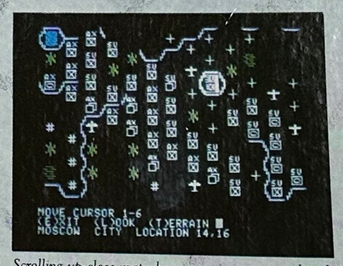
Using weekly turns, WAR IN RUSSIA™ covers the entire campaign from June 1941 through December 1944. Naturally, we've provided shorter scenarios: Barbarossa, 1941; Stalingrad, 1942; and Kursk, 1943. For each of these mini games, you can re-create just one year or play out the rest of the War.

During solitaire play, the computer directs the Russians. And if, for some unfathomable reason, you don't feel like playing out a scenario in one breath, you can save the game in progress on disk for later play.

This ambitious undertaking has been a labor of love and time. It is dedicated to all wargamers. Enjoy.



The strategic map that gives you an overall view of the game.



Scrolling up-close map shows terrain, towns, railroads and units in Hi-Res color graphics.

		POP	IND	VEH	ART	AIR	SUP
9	MURMANSK	1	1	0	0	0	0
10	LENINGRAD	50	3	3	3	3	0
14	ARCHANGEL	2	1	0	0	0	0
19	MOSCOW	100	7	10	5	5	0
24	KRASNODAR	3	2	0	0	0	0
25	VORONEZH	3	2	0	0	0	0
26	ROSTOV	10	4	5	1	0	0
27	GORKI	17	3	0	1	5	0
28	STALINGRAD	10	3	5	1	0	0
29	SARATOV	10	1	5	1	5	0
30	GROZNY	2	1	0	0	0	50
31	KIROV	3	1	0	1	0	0
32	KUYBYSHEV	13	3	1	1	0	0
33	ASTRAKHAN	3	1	0	1	0	0
34	BAKU	1	1	0	0	0	200
35	URALS	250	66	54	30	75	175

WHAT CITY #■

A status display of major Russian cities shows population, industry, vehicles, artillery, air points and supplies.

GROUP #4

4TH PANZER KORPS

UNIT		STR.	EXP.	FAT.
0	9 PZ	140	80	0
1	11 PZ	140	80	0
2	24 PZ	140	80	0
3	3 MOT	100	80	0
4	GD MOT	100	95	0
5	16 MOT	100	80	0
6	ARTILLERY	90		
7	ENTRENCHMENT	0		

PRESS <SPC> TO CONTINUE ■

The detailed makeup of a Panzer Korps with every unit rated for strength, experience and fatigue.

Screen displays shown are from the APPLE® computer. Displays from other computer(s) may vary.

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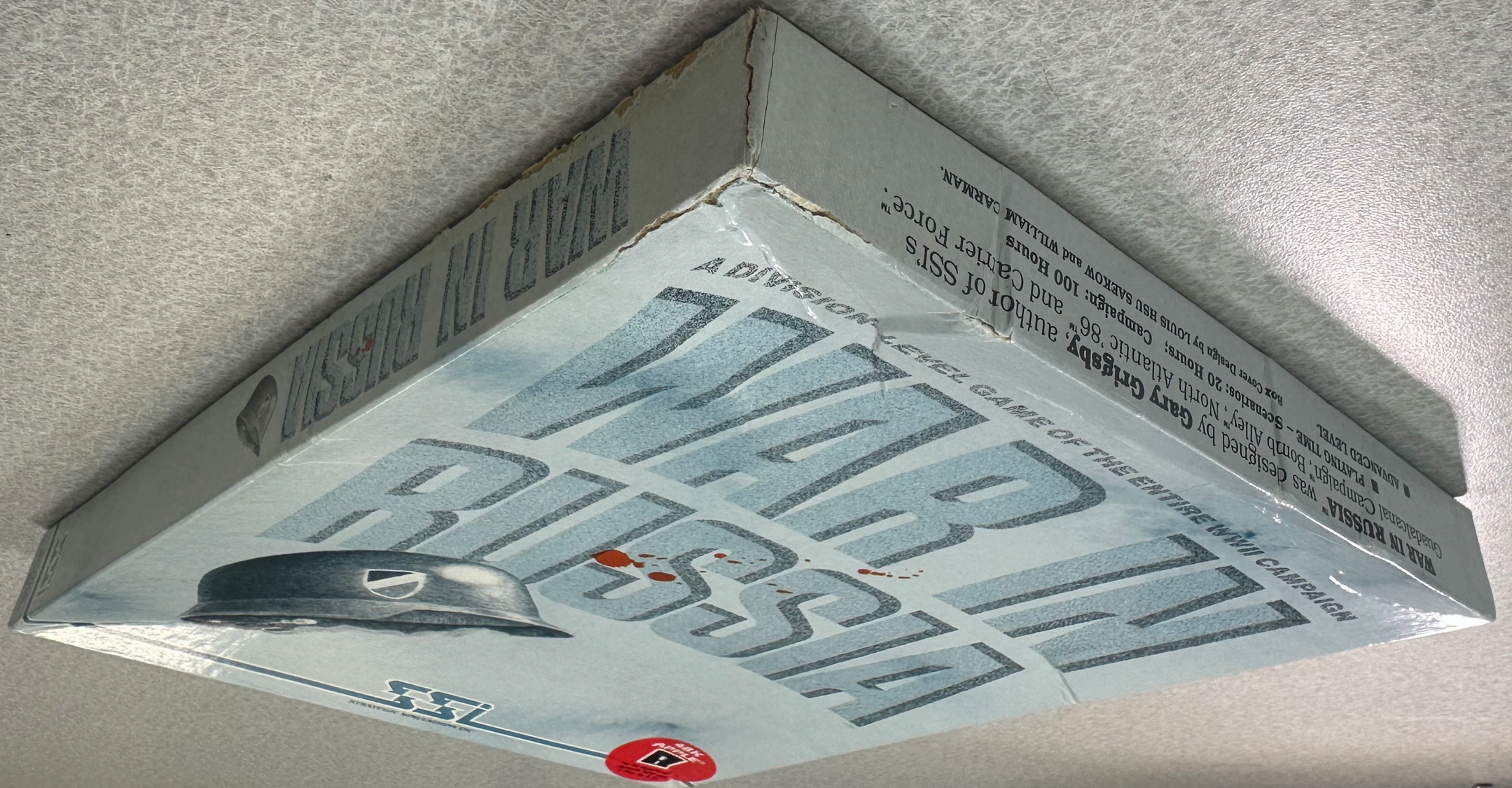
WAR IN RUSSIA

WAR IN RUSSIA



WAR IN RUSSIA™ was designed by **Gary Grigsby**, author of SSI's Gettysburg: The Turning Point™, North Atlantic '86™, and Carrier Force™

Gradational Campaign™, Bomb Alley™, North Atlantic '86™ **Campaign: 100 Hours**

- PLAYING TIME – **Scenarios: 20 Hours**
- ADVANCED LEVEL

Box Cover Design by LOUIS HSU SAEKOW and WILLIAM CARMAN.

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- Rules cover all aspects of the war, including partisan attacks, corps artillery concentrations, lend lease, creation of Soviet Guards divisions, weather, unit experience, supplies, entrenchments, and much more.
- Eight players plan their production of aircraft, artillery, vehicles and additional heavy industry. Players may build new inexperienced units which require all their manpower to replace losses in existing divisions.
- Ability to save a game in progress for later play.

STRATEGIC SIMULATIONS INC

GROUP #4
4TH PANZER KORPS
UNIT
STR.
EXP.
FAT.
PRESS <SPC> TO CONTINUE
The detailed makeup of a Panzer Korps with every unit rated for strength, experience and fatigue.
Two-player and computer-as-Russian scenarios.
Division-level game which allows each division to be rated for strength, experience and fatigue.
Scenarios cover the initial German attack, the German drive on Stalingrad, and the battle for Kursk. Weekly turn campaign game covers the entire war in Russia from June 1941 to December 1944.

WAR IN RUSSIA™ was designed by **Gary Grigsby**, author of "Guadalcanal Campaign", Boule Alley, North Atlantic '86, and Crete Force".

■ **PLAYING TIME** – Scenarios: 20 Hours; Campaign: 100 Hours

■ **ADVANCED LEVEL**

B.t. Cover Design by LOUIS HSU SAKOW and WILLIAM...

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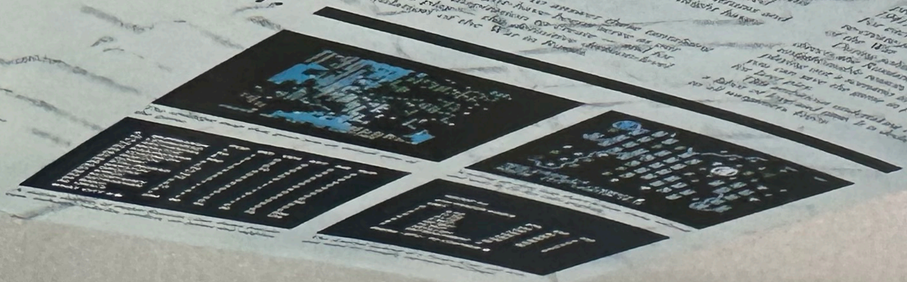
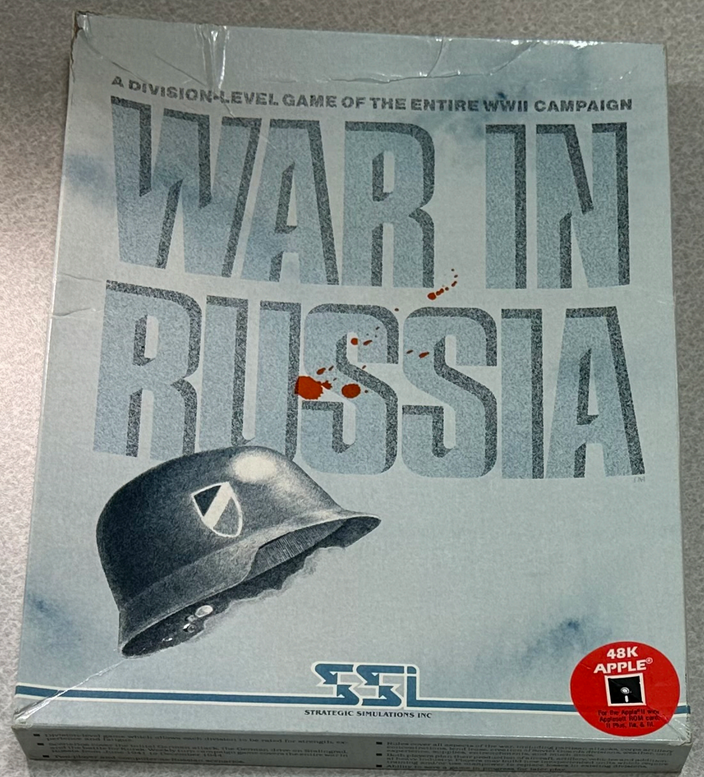
It was a campaign of enormous... Russia — ... been ... Barbarossa ... tions: 116 infantry divisions, 19 Panzer and 9 Luftwaffe ... divisions. His plans called for the ... of the USSR in 9 to 12 weeks — ... before the onset of the ... Russian winter.

Never a reality, Hitler did not attain during Fall/Winter 1941 to October from his goals. Consider the awesome ... he was challenging: a people-force ... of 8 million men, equipped with ... mostly antiquated, but ... A sense that would have ... where else to start a ...

Yet, despite the sheer size of the enemy, Hitler nearly triumphed against Russian terrain, weather and ... Russian Army. If not for the ... who knows ...

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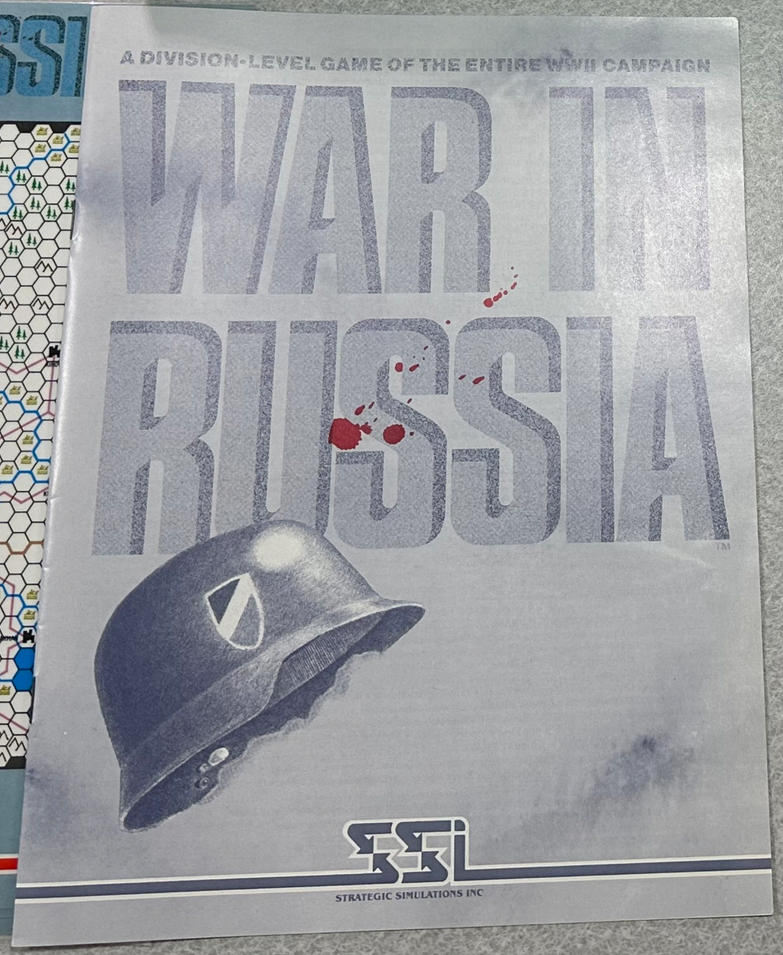
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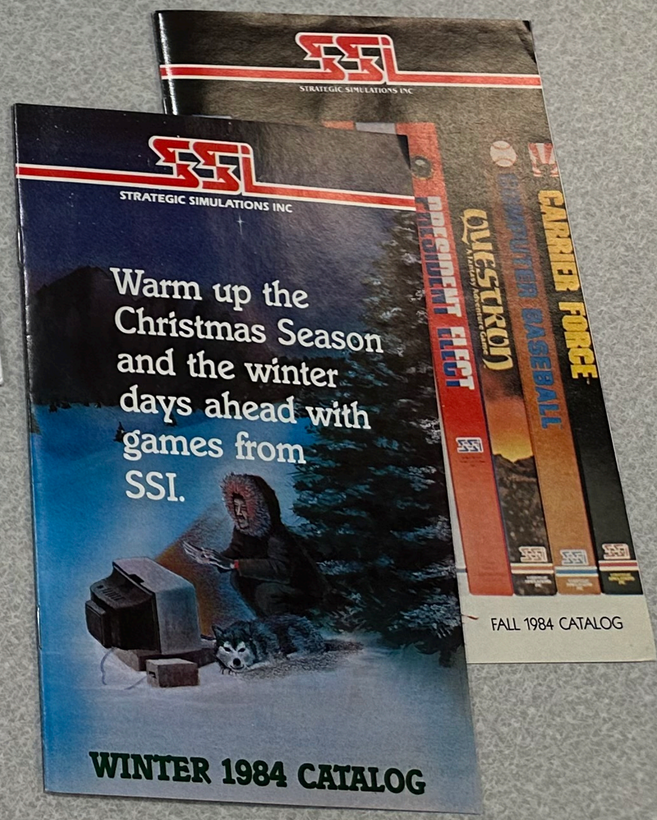
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I CAMPAIGN

APPLE®

FRONT SIDE:
Scenario Disk

WAR IN RUSSIA™

BACK SIDE:
Game Disk

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